

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

GRAN TURISMO™ TIPS AND HINTS**PLAYSTATION® HINT LINE**

Hints for all games produced by SCEA are available:

- **WITHIN THE U.S.: 1-900-933-SONY (1-900-933-7669)**
\$0.95/min. auto hints; \$1.40/min. live; \$6.95 - \$16.95 for tips by mail (when available); \$5.00 - \$20.00 for card recharge.
For U.S. callers, game counselors are available 8AM-5PM PST, M-F. Automated support: 24 hours a day, 7 days a week.
- **WITHIN CANADA: 1-900-451-5757**
\$1.50/min. auto hints. In Canada, automated support is available 24 hours a day, 7 days a week.
Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

- **CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE: 1-800-345-SONY (7669)**
Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available 8AM-6PM PST, M-F.
- **PLAYSTATION ONLINE: <http://www.playstation.com>**
Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation® game console.

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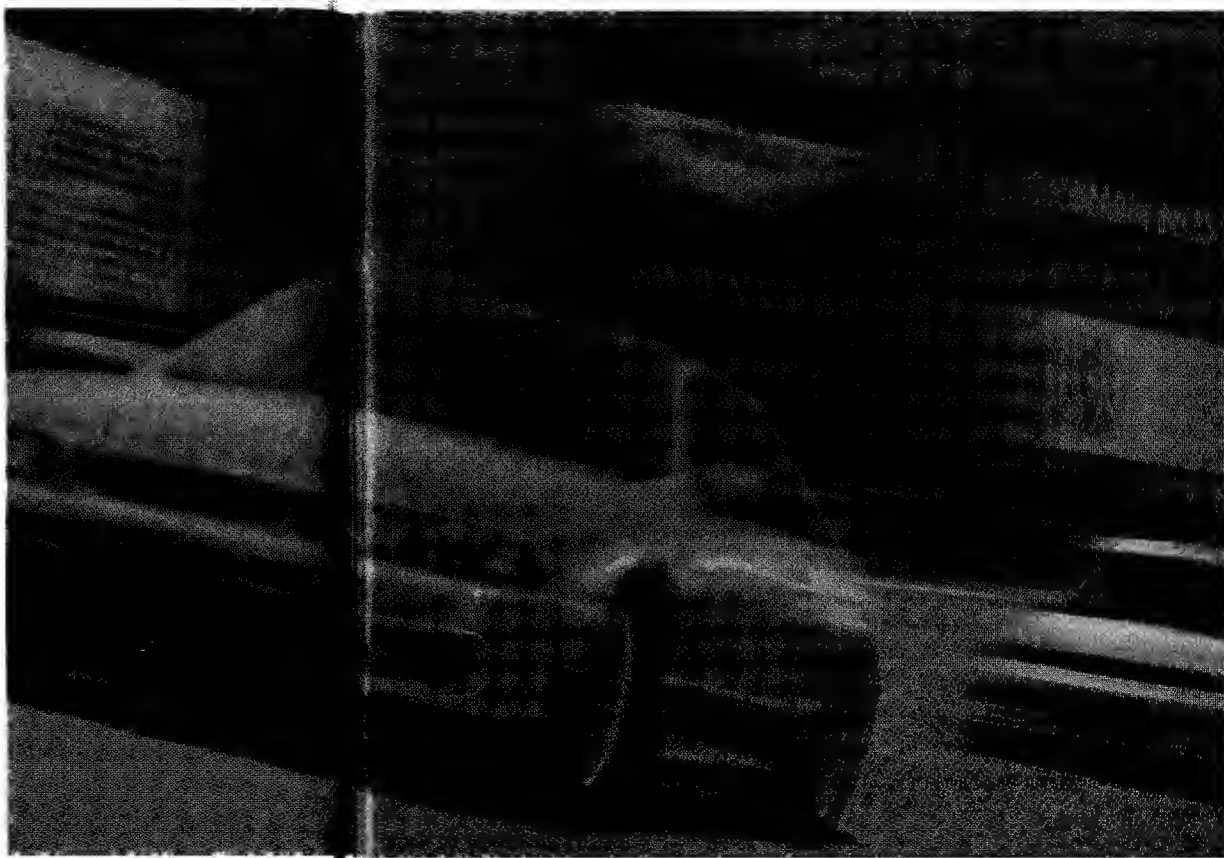
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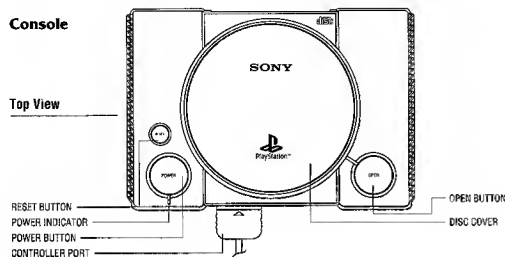


GETTING STARTED

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SETTING UP



PLAYSTATION GAME CONSOLE

1. Set up your PlayStation® game console according to the Instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing the CD.
3. Insert the *GRAN TURISMO* CD and close the CD door.
4. Insert game controllers and turn on the PlayStation® game console.
5. After the opening movie, the Main Menu appears.

MEMORY CARDS

You can save games at their current level of progress onto memory cards, and resume play on previously saved games. Insert one or two memory cards (sold separately) into the PlayStation® game console before starting play.

Important: Do not remove a memory card while saving or loading games; doing so could damage the game data.



MAIN MENU

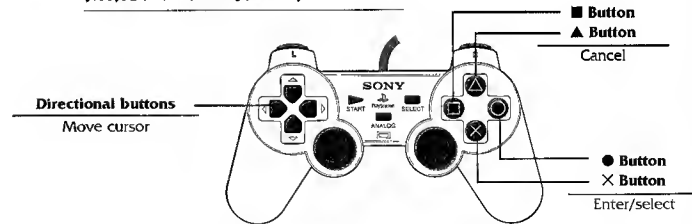
At the Main Menu, you can select from two different Race modes, and access the Replay Theater and Option menus.



Arcade Mode	pg. 10	Enjoy arcade-style gameplay for one and two players.
Simulation Mode	pg. 20	Immerse yourself in a completely realistic racing experience.
Replay Theater	pg. 50	Play and manage your replay data.
Option	pg. 54	Change various game settings.

MAIN MENU CONTROLS

ANALOG CONTROLLER

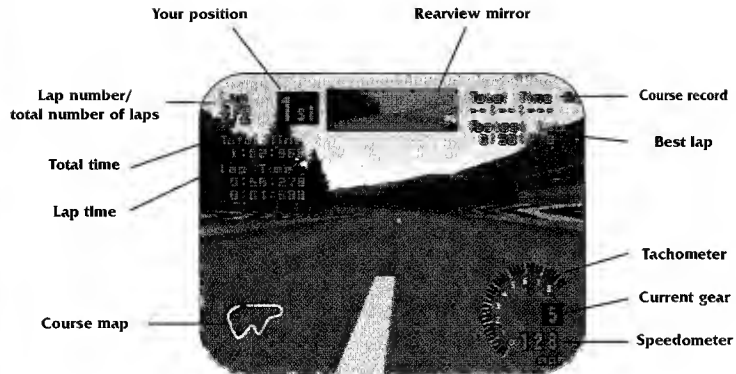


- The standard controller uses the same button controls as the analog controller.
- On the Save Setting, Save Replay and Edit Replay Title screens, press **▲** to exit.
- On all other text entry screens, press **START** to enter data.



RACE SCREEN

RACE SCREEN INFORMATION: DRIVER'S VIEW



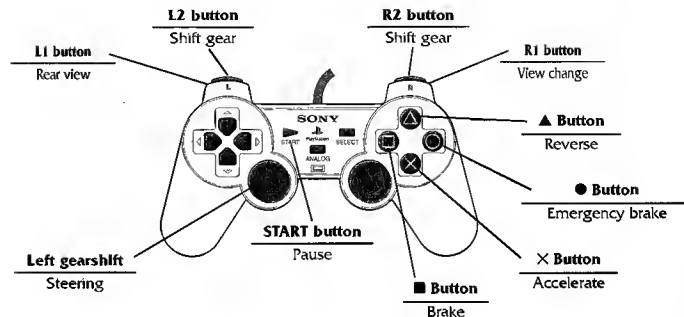
- On the course map, red indicates your position, and green indicates your opponents' positions.
- The rearview mirror does not appear when the screen is set to Chase View, or in two-player mode.
- The position of screen indicators may vary slightly according to the type of race.



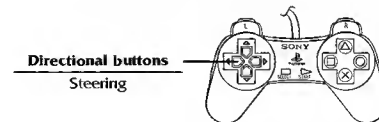
RACING CONTROLS

ANALOG CONTROLLER

In Analog mode, the LED is red.



STANDARD CONTROLLER

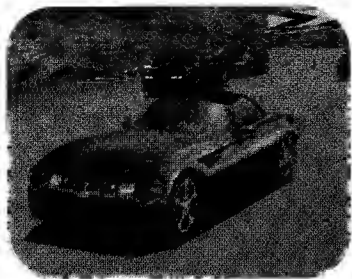


Except for steering, the standard controller uses the same button controls as the analog controller.

- The controls shown on this page are the default settings, which you can change on the Option/Key Configuration menu (pg. 59).
- To unpause the game, select CONTINUE on the Pause menu.
- To end the race, select GAME EXIT on the Pause menu.



REPLAY MODE

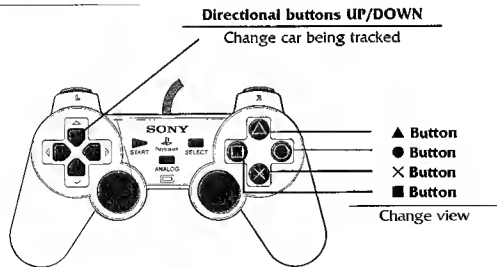


In Replay mode, you can view race replays at any time, such as after a race. While replaying, you can change the view or the car you're tracking. Use Replay mode to analyze your own racing style and that of the race winners.

REPLAY CONTROLS

ANALOG CONTROLLER

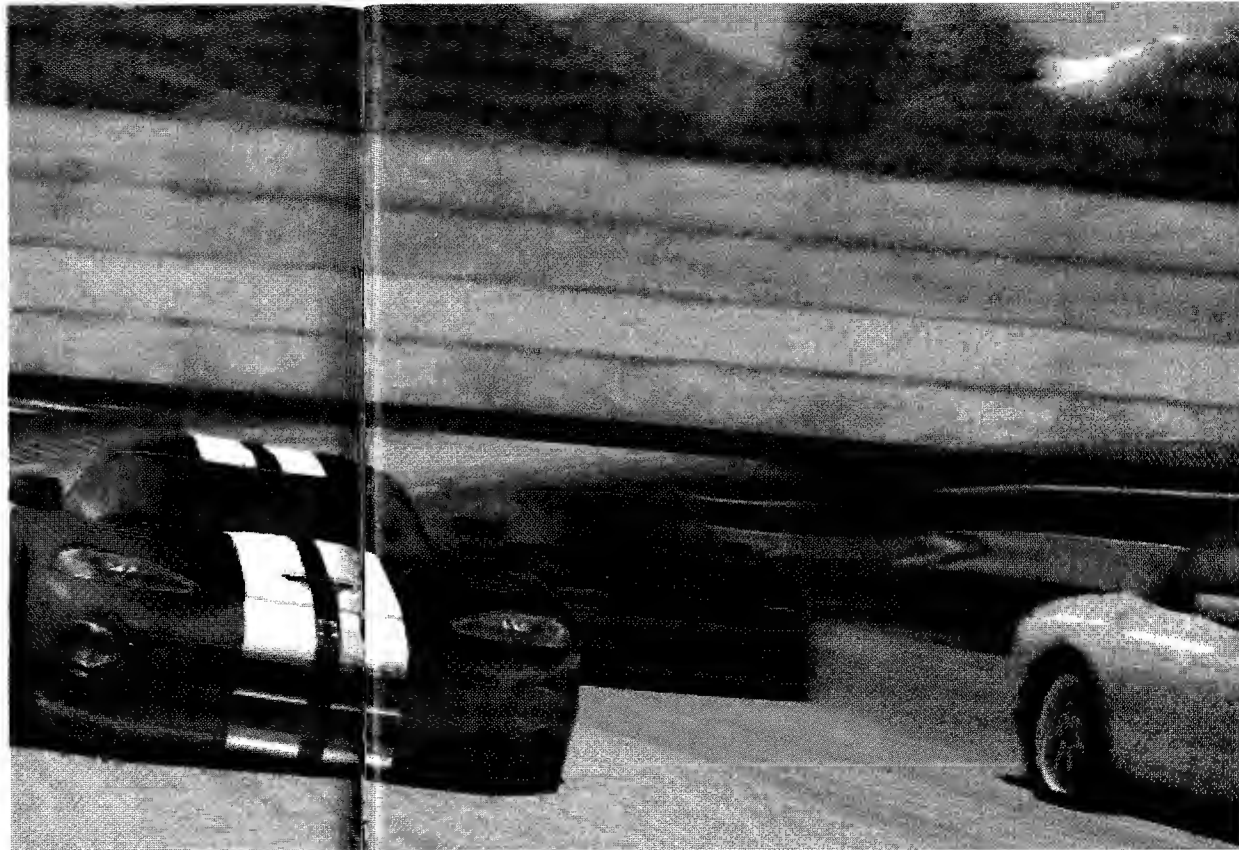
Note: The standard controller uses the same button controls as the analog controller.



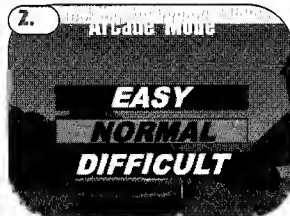
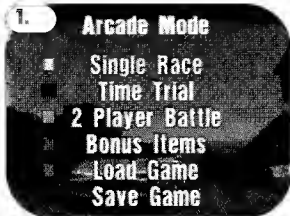
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HOW TO PLAY



On the Arcade Mode menu you can choose from three different racing modes and three different submenus. This section uses Single Race mode as an example, to explain how to play in Arcade Mode.

1. SELECT A RACING MODE

Select ARCADE MODE from the Main Menu. Then select SINGLE RACE from the Arcade Mode menu.

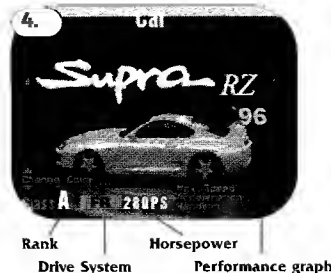
2. SELECT A DIFFICULTY LEVEL

Select the level of difficulty for the upcoming race. When playing for the first time, try the EASY (beginner's) level.

3. SELECT YOUR CAR

To select your car, begin by selecting the car manufacturer you want. For this example, select TOYOTA, the first name in the list.

Note: For details on other Arcade Mode features and menus in addition to Single Race mode, see "Other Modes and Menus" beginning on pg. 16.



4. SELECT A VEHICLE

For this example, choose the '96 Supra RZ. Use the **Directional buttons** to select the model (**LEFT/RIGHT**) and color (**UP/DOWN**). Then press X to choose the car.

- Once you select your vehicle, the computer automatically selects cars of similar rank as the rival cars you will race against.
- The performance graph uses a five-level system to rate three areas of performance: Max Speed, Acceleration and Handling.

5. SELECT THE SETTINGS

Select the type of settings for your car. Press X to enter your selection:

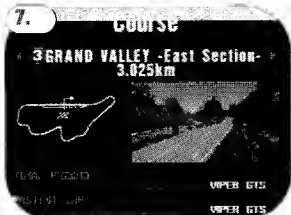
- STANDARD:** Racing-type settings, for example, when attempting to achieve the fastest time.
- DRIFT:** Driving-type settings, for example, when racing for performance and handling.

6. SELECT A TRANSMISSION

Select the type of transmission for your car. Press X to enter your selection:

- AT:** Automatic transmission.
- MT:** Manual transmission.





Course Name
Total Length
Preview Movie

7. SELECT A COURSE

Use the **Directional buttons LEFT/RIGHT** to select the course you want to race. You can initially choose from four different courses. (There are eight tracks total.) Press **X** to enter your selection.



8. RACE

- You'll run a two-lap race against five rival cars.
- You automatically start this race in the last position each time.
 - The race ends when you complete two laps.

Note: See pgs. 6-7 for race screen indicators and racing controls.



Difference from winning time

Your rank

Winning time

9. VIEW THE RESULTS AND REPLAY

The race results appear when your car crosses the finish line. Then, the most recent replay begins automatically. If you like, you can end the replay early by pressing the **START** button.

Note: See pg. 8 for replay controls.



Total time
Individual lap time

10. SETTING A NEW RECORD

If you beat the best time or record lap, a screen appears showing the record-breaking time and individual lap times. Press **X** to enter the screen.

- To check the record for each course, go to Course Selection (pg. 14, step 7).



Name Entry line

11. ENTERING YOUR NAME

Enter your name by using the **Directional buttons** to move the cursor to each letter or character in turn, and pressing **X** to enter each one in the Name Entry line. When you're finished, select **END** and press **X**.



12. AFTER THE RACE

The Post Race menu appears after the end of each race. Use the **Directional buttons** to make your selection and press **X**.

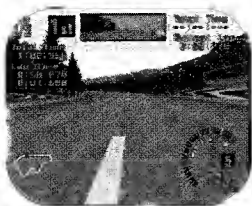
- REPLAY:** Replay the most recent race.
- TRY AGAIN:** Run the same race again with the same settings and conditions.
- STARTING LINE-UP:** Show all cars that ran in the most recent race.
- SAVE REPLAY:** Save replay data for the race just completed. (See pgs. 52-53 for replay details.)
- EXIT:** Return to the Arcade Mode menu.



TIME TRIAL MODE

In Time Trial mode, your car races around the course alone, and your objective is to achieve the fastest lap time possible. As in Single Race mode, begin by selecting your car and course. When the Time Trial menu appears, use the **Directional buttons** to make a selection, and then press X.

- **START:** Begin the Time Trial race.
- **RECORDS:** Display the records for each course.
- **LOAD GHOST REPLAY:** Load replay data for ghost cars. (See below for more information on ghost cars.)
- **EXIT:** Return to the Arcade Mode menu.

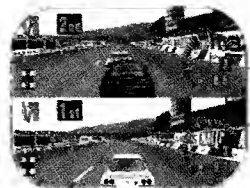


GHOST CARS

"Ghost cars" provide a way for you to race against your own previous lap time in Time Trial mode. A ghost car is a rival car that is transferred from previous Time Trial replay data to the current Time Trial race.

Ghost cars race against you as visible but non-solid cars. They can pass through your car (or be passed through by your car) without impacting it. Only replay data from a previous race run in Time Trial mode and on the same course as the one currently selected can be used to generate ghost cars.

Note: Ghost data can be activated during gameplay by pausing the game and selecting GHOST CAR ON/OFF.

**Player 1****Player 2**

Player 1

Player 2

Difficulty level

Car rank

Course

2 PLAYER BATTLE

In this mode, two players race against each other, each using a separate controller. Both players select their own vehicles on a split screen. After both cars are selected, Player 1 selects the course and the race begins.

- The race takes place on a split screen.
- Both players can change their views independently.
- The rearview mirror does not appear in either view.

BONUS ITEMS

This feature lets you check on how much of each course you've cleared in Single Race mode. You must race each available course in three different types of vehicles: Types A, B and C. As courses are cleared, the areas under the question marks are revealed one by one.

When you achieve 1st place in a race, a color-coded mark appears above the rank (A, B, C) of the car used. The mark indicates the difficulty level.

Use the **Directional buttons** to select CANCEL and press X to return to the Arcade Mode menu.



LOAD GAME/SAVE GAME

You can save and load game data. Note that doing either of these operations changes all current option settings and data in both Arcade and Simulation Modes.

1. Select the memory card slot you want to access.
A list of contents of that slot appears.
2. Select YES to either save data to the memory card, or load data from it. To cancel the operation, press ▲.
3. During a Save operation, the current option settings, Arcade Mode data and Simulation Mode data are all written to a single game data file. Only one game data file can be stored on a single memory card.

Warning: Do not remove the memory card while saving or loading game data. Doing so may result in the loss of data on the memory card, or cause the game to malfunction.



NOTES



SIMULATION MODE

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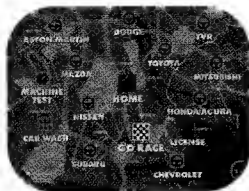
INTRODUCTION

In Simulation Mode, experience the realism and thrill of authentic auto racing. Savor the joy of winning a race in a car that you customize to your specifications.

STARTING THE GAME

From the Main Menu, select SIMULATION MODE to bring up the Map menu. Scattered across the Map are the driver's home and the dealerships, each carrying a different manufacturer's cars. Icons on the Map indicate the category of each menu available to you. To access any of the Map menus, move the cursor to the appropriate icon and press X.

To leave the Map menu without playing a game, select EXIT to return to the Main Menu.



RESUMING PLAY OF A SAVED GAME

If you have stored data from a previous Simulation Mode race on a memory card, you can resume play where you left off. Follow the on-screen instructions to load the data. (See "Load Game/Save Game" on pg. 18 for more information.)

CREDITS

You begin a new game with 10,000 credits (Cr). Start out by looking for a used car that you can afford. After each race, you will be awarded prize money commensurate with your performance. You can save up your prize money to buy parts and modifications for your present car, and to purchase other cars.

NUMBER OF DAYS ELAPSED

One day elapses each time you take a license test or run in a race. (A qualifying race and the subsequent final race together count as one day.)



HOW TO PLAY

In Simulation Mode, your objective is to collect prize money by winning races, and then use that prize money to upgrade to better, faster cars in order to win more advanced races.

Purchasing a Car	pg. 23	You must purchase a car in order to race. Because of the low number of credits (10,000 Cr) you start with, begin by looking at used cars. Once your financial status improves, you can start buying new cars.
Getting a License	pg. 25	You need a racing license to enter most races. After taking and passing a pre-set test, you will receive a license for the upcoming race.
Racing	pg. 26	Races are divided into different skill levels and different types of cars. The more difficult the race, the higher the prize money so your objective is to keep moving up to more difficult races.

Note: See "About Menus" (pg. 32) for features not described in this section.



Your credits
USED CAR option

1. SELECT A CAR MANUFACTURER

To begin buying a car, first select a car manufacturer from the Map menu. For this example, select NISSAN, near the center of the Map. The Car Manufacturer menu appears.

Because of the small number of beginning credits, you will only be able to afford a used car. Select USED CAR to see the Used Car menu.





Price
Drive system
Horsepower
Weight

2. SELECT A CAR TO BUY

On the Used Car menu, you can buy a car, and sell a car you own. Since you need to buy a car at this point, select BUY.

A list of currently available car models appears. Move the red cursor up or down to select the car you want to buy. To see how it's done, buy the '88 Silvia (513 Silvia '88 Q's 1800 cc) at the top of the list. Align the cursor and press X.

Note: As the inventory of used cars changes regularly, it's a good idea to check back here often.

3. PURCHASE A CAR

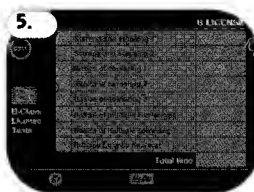
The car you selected appears. Examine the SPEC and INFO screens to decide whether or not you want to buy the car.

- **SPEC:** Shows the car's performance rating.
 - **INFO:** Gives detailed information about the car.
- When you're ready to purchase the car, select BUY.

Note: You cannot change the color when buying a used car.



LICENSE B CLASS option



4. GO TO THE LICENSE TEST CENTER

After you purchase a car, the next step is getting a racing license. You'll obtain all licenses from the LICENSE menu. On the Map menu, select LICENSE, near the lower right corner.

The three classes of licenses are B Class, A Class and International A Class, and they must be obtained in that order. The first time you get a license, you must take the B Class license test. On the License menu, select LICENSE B CLASS.

5. TAKE THE LICENSE TEST

During a licensing exam, you must take and pass seven preliminary tests before you can take the final test, at the bottom of the test list. When you select a test, a description of it appears. The first test you must take is "Starting and Stopping 1." Select that test from the top of the list.

A test description appears, showing the instructions and the requirements for passing the test. Read the text carefully to give yourself the best chance of passing the test on the first try. During the test, keep this open manual to pg. 7 so you can glance at the button controls you'll need to use.

Select the type of transmission you want, and press X. The test begins.

Notes:

- You can take the seven preliminary tests in any order. However, taking them in the order they appear enables you to refine your driving skills.
- When taking license tests, you will drive a car designed especially for testing purposes.
- When you pass a test, an award equal to your performance appears in the test list.





6. VIEW THE TEST RESULTS

The Results screen appears when you complete the test. It displays your level of passing performance, as one of three awards: Gold, Silver or Bronze. Gold is awarded to drivers who demonstrate the best possible test performance; Bronze is the lowest prize. If you didn't pass the test, you'll receive a Failed rating. Press any button to exit to the Post Test menu.

Note: You can go directly to Retry and skip the Post Test menu.



7. COMPLETE THE LICENSE TEST

The Post Test menu offers a number of options for completing your test session:

- **REPLAY:** Replay the most recent test.
- **TRY AGAIN:** Retake the most recent test.
- **TRY SESSION:** Take the next test in line (selected automatically), or take any other test, after selecting it with the **Directional buttons**.
- **SAVE REPLAY:** Save replay data for the test just completed. (See pgs. 52-53 for replay details.)
- **EXIT:** Return to the License menu.



GT LEAGUE option

8. SELECT A RACE TYPE

After obtaining a license, you're ready to enter a race. Return to the Map menu and select GO RACE, near the bottom center of the menu.

On the Go Race menu, select the category of the race you want to enter. For this example, select GT LEAGUE.



SUNDAY CUP option



ENTRY option

9. REGISTER AND ENTER THE RACE

Select SUNDAY CUP, one of the GT League races you can enter with your B Class license. A second screen appears displaying a brief description and race regulations.

Select ENTRY to proceed to the Race menu and begin the race. (The racing sequence starts on the following page.)

Note: You can only enter the race if your license and car satisfy the entry qualifications.

RACING SEQUENCE

In league competition, you run multiple races. Victory is determined by total ranking points. The sequence of each race is shown in the following table:

Qualify Free Session	pg. 28	You lap the course in one or more test runs, freely and alone.
Qualifying Run	pg. 29	In this qualifying trial, you run the course alone for the best time. Your starting position in the final race will be determined by your qualifying time.
Final Free Session	pg. 29	This is the last test run before the final race.
Race (Finals)	pg. 30	It's time to dominate the course. Compete for 1st place against five rival cars.



1. FREE SESSION

On the Race menu, select **TEST RUN** to begin your free session, alone on the course. During the test run, you can run as many laps as you want until you're satisfied that you know the course, and you're ready for the qualifying run.

During the test run, press **START** to pause the game, and select **PIT IN** from the Pause menu. Then use the Car Settings menu (pg. 44) to adjust your car's settings for optimum performance.

Note: If you don't want to take a test run, you can go immediately to qualifying.



2. QUALIFYING

Select **START QUALIFY** to begin your qualifying run. Your starting position in the finals will be determined by your lap time in this one-lap run. The faster your lap time, the closer to the front your starting position will be. Stay calm, concentrate, and drive for the fastest time possible.

Qualifying ends as soon as you complete one lap of the course.

Note: To skip the qualifying process, select **EXIT** and then **SKIP QUALIFY**. If you skip the qualifying process, you'll start the finals in last position.



Race positions

Difference from winning time

Winning time

3. VIEWING QUALIFYING RESULTS

After the qualifying run, you'll see the qualifying results, which show the qualifying times and race positions of all six cars in the race. Select **REPLAY** to review the qualifying run.

If you come in 1st place, you'll receive a sum of prize money as a Pole Position Bonus. Select **NEXT** to go to the Pole Position Bonus screen. Then press any button to exit to the Race menu.

4. FINAL FREE SESSION

Select **TEST RUN** again to begin a final free session before the race. Take this opportunity to review any mistakes you made during the qualifying runs, and use the Car Settings menu (pg. 44) to adjust your car's settings for the final race.

5. RACE/REPLAY SESSION



5. RACING

Select **START RACE** to begin the finals, where you race against five rival cars. The race ends when you complete the required number of laps to finish the race.

Note: See pgs. 6-7 for race screen indicators and racing controls.

6. Results



Difference from winning time

Winning time

Race positions

6. VIEWING RACE RESULTS

When the race ends, you'll see the race results, which show your ranking in the finals.

Next, the Ranking Points screen appears automatically. This shows the points awarded to each driver according to position in the finals. The points awarded, beginning with 1st place, are: 9, 6, 4, 3, 2, 1.

Note: No points are awarded for races decided on the basis of a single run.

Results



Ranking points

7. Results

1	MRX-R GT-1000	10pts
2	MR2 G-Limited	10pts
3	MIRAGE ASTI RX	10pts
4	CIVIC SIRII	5pts
5	DEMIO GL-X	4pts
6	STASILVIA Q's	2pts

Position

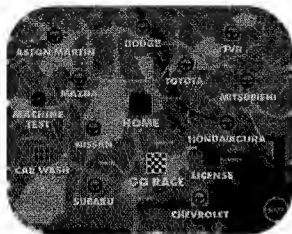
Total points

7. VIEWING TOTAL POINTS

After the Ranking Points screen, the Total Points screen appears automatically. This screen ranks cars by the total number of points they have accumulated in all Simulation Mode races up to this point.

- Select **REPLAY** to replay the last race.
- Select **NEXT** to see the prize money totals. All drivers are awarded a money prize determined by their position in the finals ranking (as shown on the Race Results screen).
- On the Prize Money screen, press any key to proceed to the next race.

ABOUT MENUS



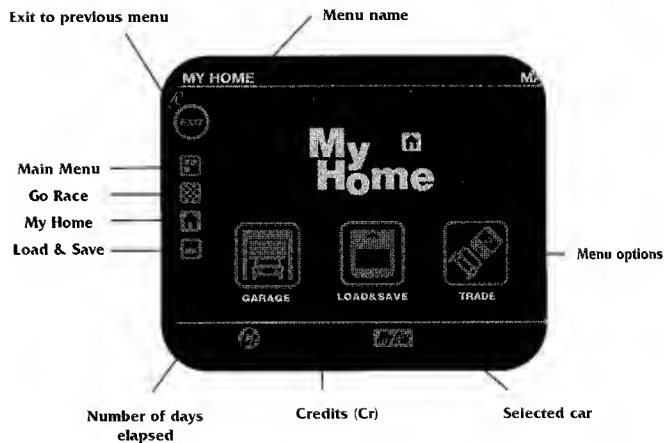
The Map menu offers a variety of submenus. Each one is represented by an icon and a name. To bring up any submenu, select its icon and press X.

	My Home	pg. 34	View cars you've purchased, display your car modifications and specifications, and save/load game data.
	Car Manufacturer	pg. 36	Buy new and used cars and upgrade parts, and sell your currently selected car.
	License	pg. 39	Test for and obtain licenses you need to enter races.
	Go Race	pg. 40	Enter any of the various types of races, including two-player races.
	Machine Test	pg. 43	Race a test course to check your car's performance and determine its limits.
	Car Wash	pg. 43	Wash and detail your car for the upcoming race.
	Pit Stop	pg. 43	Change your worn tires for new ones.
	Free Session	pg. 44	Take a test run or qualifying run, change your car's settings, check the line-up of cars in the upcoming race, and start a race.
	Car Settings	pg. 44	Select and change car parts to modify your vehicle.
	Change Parts	pg. 49	Install new parts and remove old parts from your car.



MENU SCREEN INFORMATION

This example shows the basic composition of all submenu screens. To access any option, select it with the **Directional buttons** and press X.



MY HOME MENU



MY HOME OPTIONS

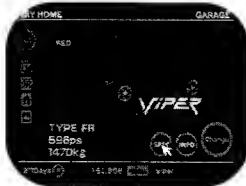
- **GARAGE:** View the cars you own in order to choose one for the next race.
- **LOAD & SAVE:** Load and save game data.
- **TRADE:** Transfer a car saved on a memory card in slot 2 to your garage.

GARAGE

The Garage menu lists all the cars you currently own. To check out the specifications of one of your cars, move the red cursor to that car and press X to bring up the Information screen.

On the Information screen, your selections are:

- **SPEC:** Check the car's performance rating.
- **INFO:** View detailed information about the car.
- **CHANGE/GET IN:** Select this car as the car you'll drive in the next race.



Drive system
Horsepower
Weight

LOAD & SAVE

You can save and load game data. Note that doing either of these operations changes all current option settings and data in both Simulation and Arcade Modes.

1. Select the memory card slot you want to access. A list of contents of that slot appears.
2. Select YES to either save data to the memory card, or load data from it. To cancel the operation, press **▲**.
3. During a Save operation, the current option settings, Simulation Mode data and Arcade Mode data are all written to a single game data file. Only one game data file can be stored on a single memory card.

Warning: Do not remove the memory card while saving or loading game data. Doing so may result in the loss of data or cause the game to malfunction.

TRADE

Transfer a car in a garage previously saved on a memory card to your current garage. To complete a trade, you must pay a registration fee plus the total cost of all the parts installed in the car.

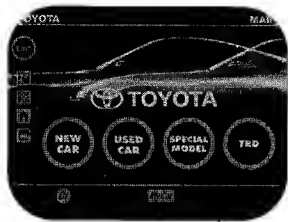
1. Insert the memory card containing the garage and car data into **slot 2** on the PlayStation game console.
2. The garage data appears on screen. Select the car you want with the red cursor and press X to trade the car.
3. The car will be added to your garage, and the cost of the trade will be deducted from your credits.

Notes:

- Any parts installed in the car prior to when it was saved are also added to your current garage.
- The cars and credits in memory card slot 2 remain the same after the trade.



CAR MANUFACTURER MENU



Tune-Up Shop

CAR MANUFACTURER OPTIONS

- **NEW CAR:** Purchase a new car.
- **USED CAR:** Buy and sell used cars.
- **SPECIAL MODEL:** Purchase special model race cars.
- **TUNE-UP SHOP:** Buy various auto parts to modify and tune-up your vehicle.

Note: The items available on this menu vary depending on the manufacturer.

NEW CAR

Select a car you're interested in from the New Car list. You'll see its Information screen. To view other pages, select BACK or NEXT.

On the Information screen, your selections are:

- **CHANGE COLOR:** Repaint the car.
- **SPEC:** Check the car's performance rating.
- **INFO:** View detailed information about the car.
- **BUY:** Purchase the car.



Change color

Drive system

Horsepower

Weight

USED CAR

On the Used Car menu, select BUY to purchase a car, or SELL to unload a vehicle you already own.

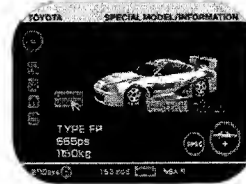
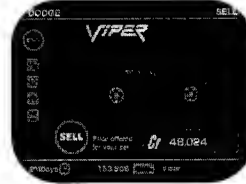
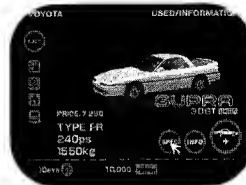
- **BUY:** The Buy menu shows a list of all models currently available for purchase. Select a car you may want to buy with the red cursor, and press X to view its Information screen. To help you decide whether or not to buy the car, take a look at the SPEC and INFO screens. (Note that you cannot change the paint color of a used car.)

If you decide to buy the car and you have enough credits, select BUY. The purchase price will be deducted from your credits.

Note: The used car inventory changes regularly, so it's a good idea to check back here often.

- **SELL:** The SELL menu shows the purchase price of the car currently selected as your racing vehicle. If the price is acceptable to you, select SELL. The price will be added to your credits.

Note: You can sell any manufacturer's car on the Sell menu, no matter which Car Manufacturer menu you're currently viewing.



SPECIAL MODEL

You can purchase specially tuned, authentic racing cars on this menu. The prices are exorbitant, but these advanced vehicles far outperform the mass-production models. Select a vehicle, and check its SPEC and INFO screens. If you want the car and can afford it, select BUY.

Note: Some car manufacturers do not offer special models.

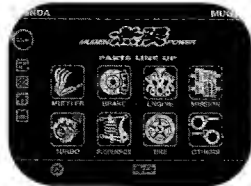
TUNE-UP SHOP

The Tune-Up Shop offers a variety of new parts which you can buy and install to upgrade your car's performance. Since the type of parts you will need depends on the car model, you must purchase parts for your current car from the car's specific manufacturer. For example, to upgrade the '88 Silvia, you must go to the Nissan manufacturer's Tune-Up Shop.

To purchase parts, first select a category of parts. Check out each item by viewing its description to determine which part you need. To purchase a part, select BUY.

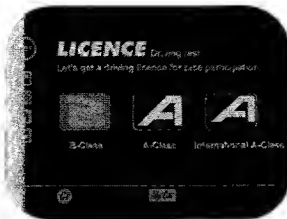
Notes:

- You must have a vehicle currently selected and enough credits to purchase a part before you can buy it.
- The actual name of the Tune-Up Shop varies depending on the manufacturer. Some car makers do not have a Tune-Up Shop.
- For information about each part, refer to the separate *GT Reference Manual*.
- Fine-tune your auto parts settings during a Free Session test run with the Car Settings option (pg. 44).



Purchase price
BUY option

LICENSE MENU

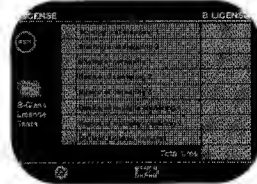


LICENSE OPTIONS

- **B CLASS:** This license requires a mastery of basic automobile operation, and is the first license you must obtain.
- **A CLASS:** Passing this license test requires a command of more advanced auto-racing techniques, and qualifies you to enter a broader range of races.
- **INTERNATIONAL A CLASS:** The test for this license requires competitive-level speed and takes place entirely in Time Trial mode (pg. 16). Obtaining an International A Class license qualifies you to enter any race.

You must obtain licenses in this order: B Class; A Class; and finally, International A Class.

Each license test is made up of seven preliminary tests and one final test. You must pass the seven preliminary tests before you can take the final test. When you select a test, you'll see a description of the test instructions and the requirements for passing.



Notes:

- You can take the seven preliminary tests in any order. However, taking them in the order they appear enables you to refine your driving skills.
- When taking license tests, you will drive a car designed especially for testing purposes.
- When you pass a test, an award equal to your performance appears next to the test in the test list.

GO RACE MENU



GO RACE OPTIONS

- **GT LEAGUE:** Enter official league competitions.
- **SPECIAL EVENT:** Enter unique racing events.
- **SPOT RACE:** Run single-race competitions, especially good for beginners.
- **TIME TRIAL:** Run a course alone to try for the fastest time. Your time determines your position in the upcoming race.
- **MEMORY CARD BATTLE:** Challenge friends in two-player races, using game data saved on a memory card.



GT Cup Race Icon

License required

GT LEAGUE

This is the official Gran Turismo championship. Your objective is to become league champion. Victory in a GT League competition is determined by total ranking points earned in three to six races.

The four cup races held, in order of difficulty and importance, are: Sunday Cup, Clubman Cup, GT Cup and GT World Cup. Next to each cup race icon you'll see the license required to enter that race.

Note: For detailed information about the league competitions, refer to the separate *GT Reference Manual*.

SPECIAL EVENT

You can enter 13 different special racing events. They include grueling endurance races, unique regulation races such as races limited by drive type, and mega-speed races with hyper-fast, high-spec vehicles.

- Use the BACK/NEXT option to move/view all the Special Event races.
- Select any Special Event and press X to see its Race Entry screen.
- Each Race Entry screen shows the license required to enter that event.

Note: For detailed information about each event, refer to the separate *GT Reference Manual*.

SPOT RACE

This is a single race, where beginners can practice driving. Select the course you want to run. No license is required.

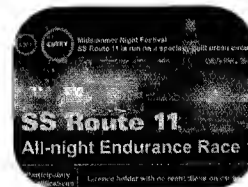
TIME TRIAL

Run the course alone. Your objective is to achieve your fastest time. Select the course you want to run. No license is required.

It's a good idea to practice here as a way of preparing for the GT League competitions and checking your car settings.

Note: You can access ghost car data while racing by pausing the game and selecting GHOST CAR ON/OFF (see pg. 16).

BACK/NEXT option



License required

BACK/NEXT option



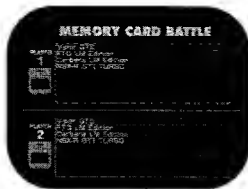
MEMORY CARD BATTLE

With two controllers connected, you can experience two-player competitions using game data stored on a memory card. This feature requires two memory cards, each containing game data for at least one car.

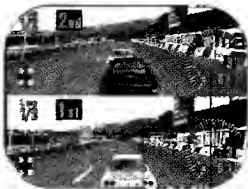
Warning: Do not remove the memory card while playing a Memory Card Battle. Doing so may result in the loss of data or cause the game to malfunction.

1. Insert the memory cards containing the game data for Player 1 and Player 2 into slot 1 and slot 2, respectively, on the PlayStation game console.
2. The Garage contents appear on screen. The parts and settings used are those from the time the data was saved.
3. On the split screen, both players select the cars they want to use. When both players have entered their decisions, Player 1 selects the course and the race begins.
4. The race takes place on a split screen. Both players can change their views independently.

Note: The rearview mirror does not appear in either view.



Player 1
Player 2



Player 1
Player 2

MACHINE TEST MENU



MACHINE TEST OPTIONS

- **0-400:** Clock your time on a 400-meter straightaway.
- **0-1000:** Clock your time on a 1000-meter straightaway.
- **TOP SPEED:** Clock your top speed on an oval course.

Use Machine Test to test your car's performance, such as acceleration and top speed.

CAR WASH MENU



CAR WASH OPTION

- **WASH:** Wash your car for 50 credits.

When your car gets dirty from racing, bring it here to clean and detail it. Dirt does not affect a car's performance.

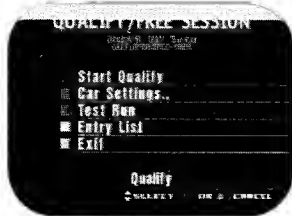
PIT STOP



Entering the pit area during a race automatically initiates a pit stop, where the condition of your tires is checked. During the pit stop, your tires are replaced with new ones of the same type and rating. (In other words, if you upgraded your tires before starting the race, the new tires will be the same upgrade quality.)

Note: To return to the Free Session menu during a test run, take a pit stop, press **START** to pause, and select **FREE SESSION**. Free Session menu information begins on pg. 44.

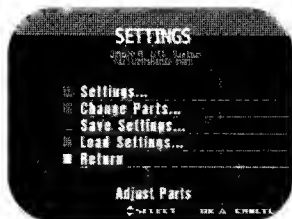
FREE SESSION MENU



FREE SESSION OPTIONS

- **START QUALIFY/START RACE:** Proceed to the qualifying round or to the finals.
- **CAR SETTINGS:** Tune your car, replace parts, and save and load settings. Explanations begin below.
- **TEST RUN:** Begin the test run.
- **ENTRY LIST/STARTING LINE-UP:** Car entries are listed in order of starting position on the Entry List, and in order of racing results on the Starting Line-Up.
- **EXIT:** Skip Qualify/Exit Race.

CAR SETTINGS MENU



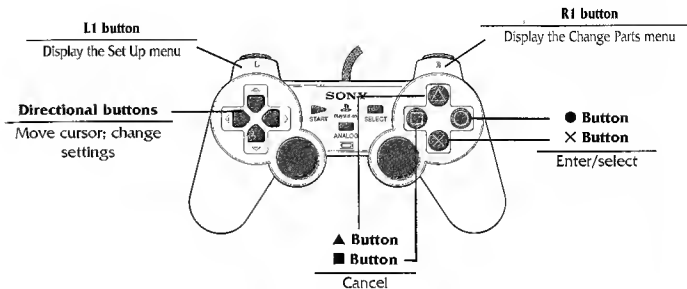
CAR SETTINGS OPTIONS

- **SETTINGS:** Change the settings of your car's parts. Note that you can only tune parts already installed in your car. Directions begin on pg. 46.
- **CHANGE PARTS:** Replace car parts. Directions begin on pg. 49.
- **SAVE SETTINGS:** Save the current settings to a memory card. Setting data is saved separately from game data. Refer to pg. 18 for details.
- **LOAD SETTINGS:** Load settings from a memory card. Refer to pg. 18 for details.
- **RETURN:** Return to the Free Session menu.

CAR SETTINGS CONTROLS

ANALOG CONTROLLER

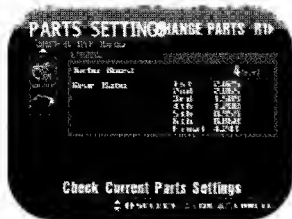
In Analog mode, the LED is red.



- Press **L1** and **R1** simultaneously to change a setting's numerical value.

Note: The standard controller uses the same button controls as the analog controller.

PARTS SETTINGS MENU



SETTINGS OPTIONS

- **SUSPENSION:** Adjust the suspension, brakes and other related parts.
- **ENGINE:** Tune the engine and related parts.
- **AERODYNAMICS:** Adjust settings that affect the car's aerodynamic performance.

Use the Settings menu to fine-tune your car's installed parts. Settings are divided into three categories: Suspension, Engine and Aerodynamics. Select a category, then press the **Directional** button **RIGHT** to select a setting to change.

SUSPENSION

Spring ratio

Adjustable parts: **Racing support**

- Adjust the stiffness of the springs.

The stiffer the springs are, the quicker the car's responsiveness will be, but excessive stiffness will result in an unstable vehicle attitude on uneven road surfaces.

Adjust car clearance

Adjustable parts: **Semi-racing**
Racing support

- Adjust the car's height.

Lowering the car's height gives it a lower center of gravity, for a stable ride. When doing so, also raise the spring ratio and damping ratio to prevent bottoming out due to stroke reduction



SUSPENSION (continued)

Damper

Adjustable parts: **Semi-racing**
Racing support

- Adjust the damping force (damping ratio).

A too-soft damping force makes the car unstable, while a too-hard damping force makes for a bumpy ride at spots such as corner exits. It is important to match this setting to the spring ratio.



Camber

Adjustable parts: **Semi-racing**
Racing support

- Adjust the negative camber angle.

A negative camber angle enhances stability during cornering in which the car rolls, but at the same time lowers braking power and steering response. Be sure not to make the negative camber angle too large.



Stabilizers

Adjustable parts: **Stabilizers (all types)**

- Adjust the stabilizers' roll rigidity.

Generally, greater rigidity increases stability during turning, although the ideal rigidity depends on the suspension settings. Proper adjustment of the front stabilizers' roll rigidity is especially important with front-engine, front-wheel-drive vehicles.



Brakes

Adjustable parts: **Brake balance controller**

- Adjust the front and rear brake balance.

Strong front brakes give the car a tendency to understeer. Strong rear brakes, a tendency to oversteer. Adjust for a slight tendency to oversteer so that the rear wheels slide to the outside when braking into a curve.

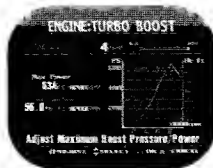


ENGINE

Turbo boost pressure**Adjustable parts:** All turbine kits

- Adjust the turbo boost pressure.

When this is set high, peak power rises but pickup and responsiveness to acceleration decline.

**Gear ratios****Adjustable parts:** Racing support

- Adjust the gear ratio of each gear.

Gear ratios must be set according to engine characteristics. Cross-setting is essential with turbo-engine cars because of their limited peak. A large gear ratio for the final gear improves acceleration but narrows the speed range of each gear.

AERODYNAMICS

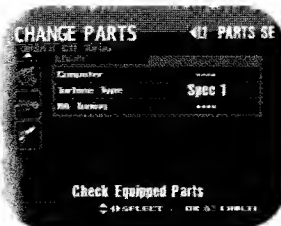
Downforce**Adjustable parts:** Racing modifications

- Adjust the downforce.

Increase the downforce on the drive wheels to enhance stability at high speeds. A large downforce at the front gives the car a tendency to understeer; at the rear, a tendency to oversteer.



CHANGE PARTS MENU



CHANGE PARTS OPTIONS

- SUSPENSION:** Replace parts related to suspension and the tires.
- ENGINE:** Replace engine parts.
- DRIVE TRAIN:** Replace drive train parts.
- ASPIRATION:** Replace intake and exhaust parts.

You can select a part you've already purchased to install in your car, and remove a part currently installed. Parts are classed into four categories: Suspension, Engine, Drive Train and Aspiration.

- Select a category
- Press the **Directional button RIGHT** to select a specific part to change.
- A type list is displayed. The parts you have already purchased are highlighted. Select the part you want to install.
- Press the **Direction button LEFT** to complete the exchange and return to the Category Selection menu.



REPLAY THEATER

REPLAYING RACES	52
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SAVING REPLAY FILES	52
REPLAY THEATER MENU	52



REPLAYING RACES

ABOUT REPLAY FILES

The size of replay files is indicated in sectors. The average replay file size is roughly 30 sectors when using an analog controller, or 15 sectors when using a digital controller. Only one replay file can be saved to a single memory card, but that replay file can be as large as the memory card's available capacity allows.

SAVING REPLAY FILES

If no pre-existing replay data resides on the memory card to which you are saving, create a data block on it. Specify two or more blocks, and press X. If the memory card already has replay data on it, you can select OVERWRITE or SAVE AS.

Note: Two blocks equal 81 sectors of memory card space.

If there is insufficient space on the memory card, press the **LI** and **RI** buttons at the same time to bring up the Delete Replay screen, then delete data to make room for your new saved data.

REPLAY THEATER MENU



REPLAY THEATER OPTIONS

- **LOAD REPLAY:** Load and play a replay file.
- **EDIT REPLAY TITLE:** Change the title of a replay file.
- **DELETE REPLAY:** Delete a replay file.
- **DEMONSTRATION:** View a demonstration file supplied on the game CD.
- **EXIT:** Return to the Main Menu.



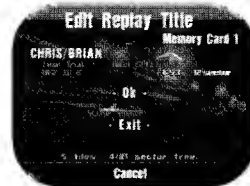
LOAD REPLAY

Play race replays by loading files from a memory card. Select the file you want to play back. Select EXIT to return to the Replay Theater menu without viewing a replay.



EDIT REPLAY TITLE

To change the title of a file, select the file to bring up the Title Entry screen. Enter the new title and select END. After checking the title again, select OK to save it. Select EXIT to return to the Replay Theater menu without changing the title.



DEMONSTRATION

The *GRAN TURISMO* CD-ROM includes racing files you can view to learn the game, or to simply watch and enjoy. To view these files, select the one you want to play. Select EXIT to return to the Replay Theater menu without viewing a replay.



DELETE REPLAY

To delete a replay file you no longer want, select the file, then select OK. Select EXIT to return to the Replay Theater menu without deleting a file.

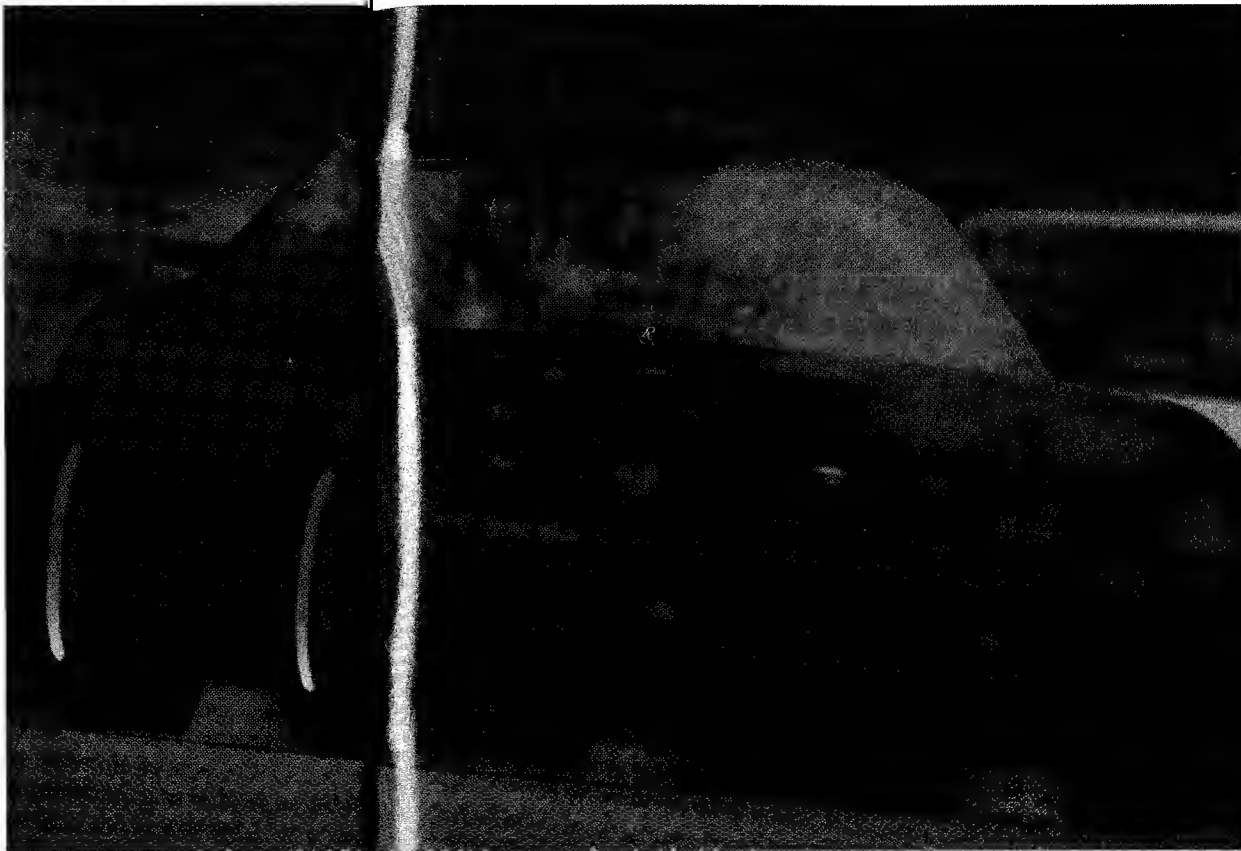


Note: You can select multiple files to delete at once.

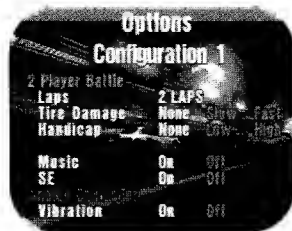


OPTION

THE OPTIONS MENU	56
CONFIGURATION 1	57
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KEY CONFIGURATION	59
CONTROLLER SETTING	60



THE OPTIONS MENU

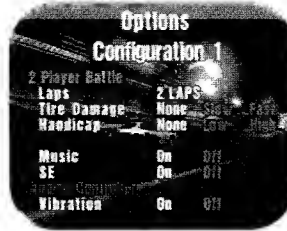


The Options menu presents four different screens for changing game settings and button controls. Select a screen with the **Directional buttons** and press X.

Note: All game data for Option settings, Arcade Mode and Simulation Mode is written to a single game data file. Only one game data file can be stored on a single memory card.

Configuration 1	pg. 57	Adjust settings for two-player games, background music and the analog controller vibration feature.
Configuration 2	pg. 58	Adjust settings related to the Race screen.
Key Configuration	pg. 59	Adjust controller settings for racing controls.
Controller Setting	pg. 60	Adjust an analog controller for steering, acceleration and braking.

CONFIGURATION 1



This menu allows you to adjust settings for two-player games, background music and the analog controller vibration feature. These settings apply to both Arcade and Simulation Modes.

TWO-PLAYER BATTLE

Laps
Settings: From 1 to 30 and FREE

Set the number of laps for two-player races.

Tire Damage
Settings: NONE, SLOW, FAST
Set the rate of tire wear.

Handicap
Settings: NONE, LOW, HIGH
Set a level to automatically speed up the losing player's vehicle.

SOUND

Music
Settings: VOLUME
Adjust the background music volume up or down.

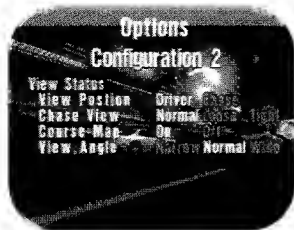
Sound
Settings: VOLUME
Adjust the sounds effects volume up or down.

ANALOG CONTROLLER

Vibration
Settings: ON, OFF
Turns the analog controller's vibration feature on or off.



CONFIGURATION 2



This menu allows you to adjust settings related to the Race screen. These settings apply to both the Arcade and Simulation Modes.

VIEW STATUS

View Position

Settings: DRIVER, CHASE1, CHASE 2

Select the default view position for the start of each race.

Chase View

Settings: LOOSE, NORMAL, TIGHT

Select how tight the Chase View camera stays to the car it's tracking.

Course Map

Settings: ON, OFF

Turn the course map on or off. This map appears on screen during a race.

View Volume

Settings: NARROW, NORMAL, WIDE

Set the width of the Race screen's visual field. The wider it is, the faster the action feels.

KEY CONFIGURATION



This menu allows you to change the button functions for racing controls.

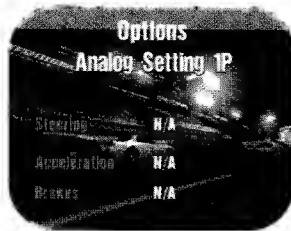
Note: "Side brake" refers to the emergency brake.

CONTROLLER SETTINGS

- Use the **Directional buttons UP** and **DOWN** to select the function to change, then press the controller button you want to assign to that function.
- The LEFT and RIGHT ARROWS near a button indicate that the function setting can also be changed to the **Directional buttons LEFT** and **RIGHT**.
- Hold down **START** while pressing a **Directional button** to assign the selected function to that **Directional button**.
- Select **DEFAULT** to return all functions to their default settings. (See pg. 7 for default settings.)
- Select **EXIT** to exit this menu.



CONTROLLER SETTING



This menu allows you to adjust the steering wheel position, acceleration and braking when using a controller with analog settings. Only those settings that have been set to analog input on the Key Configuration menu (pg. 59) can be adjusted in Controller Setting.

Press the **Directional buttons UP or DOWN** to select a parameter to change, then press the **LEFT or RIGHT** to change the setting.

Note: You can also enter the corresponding analog entry value for the selected parameter by pressing the **R** button.

CONTROLLER SETTINGS

Steering

Settings: CENTER, MARGIN, MAX

- **CENTER** determines the center of the steering wheel.
- **MARGIN** sets the amount of "play" in steering.
- **MAX** sets the steering wheel's farthest position during steering.

Acceleration

Settings: MARGIN, MAX

- **MARGIN** sets the amount of "play" in acceleration.
- **MAX** sets the maximum position of acceleration.

BRAKE

Settings: MARGIN, MAX

- **MARGIN** sets the amount of "play" in braking.
- **MAX** sets the maximum position of braking.

Note: This function does not work with the Sony Analog Controller.



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